## DIALOG

```
Set
       Items
                Description
               AU='KOHN, WOLF'
S1
            0
               AU='BRAYMAN, VLADIMIR'
S2
            1
S3
                RESOURCE()SCHEDUL$
                RESOURCE()SCHEDUL$4
S4
S5
           0
               (RESOURCE OR ASSET) (W) (ALLOCAT?4 OR SCHEDUL?4)
      107049 (RESOURCE OR ASSET) (W) (ALLOCAT? OR SCHEDUL?)
S6
        6354 S6 AND (OPTIMIZATION OR OPTIMIZE)
S7
S8
               S7 AND (WEIGHTING FUNCTION)
S9
        1554
               S7 AND (FUNCTION)
               S9 AND (BELLMAN)
S10
           17
S11
           15
               RD (unique items)
                BELLMAN PRINCIPLE
S12
           0
S13
            0
               BELLMAN() PRINCIPLE
S14
           0 BELLMAN (W) PRINCIPLE
S15
    1019604 (OPTIMAL OR OPTIMUM OR OPTIMIZE OR OPTIMIZATION)
     111568 S15 AND (FUNCTION)
S16
         6810 S16 AND VECTOR
S17
        2389 S17 AND (RESOURCE OR ASSET)
S18
        1449
               S18 AND (SCHEDUL? OR ALLOCAT?)
S19
        185
               S19 AND COST() FUNCTION
S20
S21
         176
               RD (unique items)
          126 S21 AND (SCARCE OR LIMITED OR RARE OR SPORADIC OR INADEQUA-
S22
            TE OR DEFICIENT)
S23
            3 S21 AND (SCARCE OR LIMITED OR RARE OR SPORADIC OR INADEQUA-
            TE OR DEFICIENT OR NONRENEWABLE) () (RESOURCE OR ASSET)
S24
              ((SCARCE OR LIMITED OR RARE OR SPORADIC OR INADEQUATE OR D-
            EFICIENT OR NONRENEWABLE) () (RESOURCE OR ASSET)) AND (OPTIMIZE
            OR OPTIMAL OR OPTIMIZATION OR OPTIMUM)
               S24 AND STATE() VECTOR
S25
           0
S26
          36
               S24 AND COST (5N) FUNCTION
S27
          0
               S26 AND STATE (W) VECTOR
S28
          869
               S24
S29
               RD (unique items)
          662
                S29 AND BELLMAN
S30
          2
S31
               ((SCARCE OR LIMITED OR RARE OR SPORADIC OR INADEQUATE OR D-
          869
            EFICIENT OR NONRENEWABLE) () (RESOURCE OR ASSET)) AND (BELLMAN -
            OR OPTIMIZE OR OPTIMAL OR OPTIMIZATION OR OPTIMUM)
           0
               BELLMAN (W) PRINCIPLE
? s resource(w)scheduling
         2122089 RESOURCE
          311336 SCHEDULING
           2758 RESOURCE (W) SCHEDULING
? s s33 and (optimization or optimal or optimum or optimize)
            2758 S33
          246149 OPTIMIZATION
          305302 OPTIMAL
          224820 OPTIMUM
          369995 OPTIMIZE
            574 S33 AND (OPTIMIZATION OR OPTIMAL OR OPTIMUM OR OPTIMIZE)
? s s45 and ((markov()chain) or (state()vector) or (cost(4n)function))
>>>"S45" does not exist
Processing
Processed 10 of 14 files ...
Completed processing all files
              0 S45
            8683 MARKOV
         2036276 CHAIN
            1473 MARKOV (W) CHAIN
        10255445 STATE
          113158 VECTOR
```

```
329 STATE (W) VECTOR
         9399461 COST
         1355948 FUNCTION
          15069 COST (4N) FUNCTION
     S35
               O S45 AND ((MARKOV()CHAIN) OR (STATE()VECTOR) OR
                  (COST (4N) FUNCTION))
? s s34 and ((markov()chain) or (state()vector) or (cost(4n)function))
Processing
Processed 10 of 14 files ...
Completed processing all files
             574 S34
            8683 MARKOV
         2036276 CHAIN
            1473 MARKOV (W) CHAIN
        10255445 STATE
          113158 VECTOR
             329 STATE (W) VECTOR
         9399461 COST
         1355948 FUNCTION
          15069 COST (4N) FUNCTION
     S36
             13 S34 AND ((MARKOV()CHAIN) OR (STATE()VECTOR) OR
                  (COST (4N) FUNCTION))
```